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stdin

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```

sub session_init{
sub mix_track {
sub read_parameters_file {
sub pre_multi {
sub increment_take {
sub decrement_take {
sub init_gui {
sub transport_gui {
sub time_gui {
sub add_track {
sub remove_spaces {
sub restore_track {
sub new_take {
sub refresh_oids{
sub oid_gui {
sub take_gui {
sub selected_version {
sub mix_suffix {
sub track_gui { # nearly 300 lines!
sub effect_button {
sub is_soloing {
sub toggle_muting {
sub toggle_mute {
sub is_muted {
sub initialize_session_data {
sub join_path {
sub set_dirs {
sub set_active_version {
sub dig_ruins {
sub find_wavs {
sub collect_chains {
sub rec_status {
sub setup_transport {
sub new_engine {
sub connect_transport {
sub flash_ready {
sub disconnect_transport { &eval_iam('cs-disconnect') }
sub load_ecs {
sub hash_push {
sub new_wav_name {
sub output_format {
sub make_io_lists {
sub eliminate_loops {
sub write_chains {
sub remove_effect {
sub remove_op {
sub paint_button {
sub save_state {
sub retrieve_state {
sub save_effects {
sub r {
sub r5 { &r("eff5") };
sub retrieve_effects {
sub global_version_buttons {
sub register_track {
sub new_version {
sub get_versions {
sub rec_route {
sub route {
sub wav_off {
sub mon_vert {
sub eval_iam {
sub start_transport {
sub stop_transport {
sub transport_running {
sub rec_cleanup {

```

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```

sub remove_small_wavs {
sub update_version_button {
sub update_master_version_button {
sub start_clock {
sub update_clock {
sub refresh_clock{
sub refresh_t {
sub refresh_c {
sub refresh {
sub make_scale {
sub find_op_offsets {
sub apply_ops {  # in addition to operators in .ecs file
sub apply_op {
sub add_effect {
sub cop_add {
sub cop_init {
sub effect_update {
sub really_recording {  # returns filename stubs
sub arm_mark {
sub colonize { # convert seconds to minutes:seconds
sub mark {
sub restart_clock {
sub to_start {
sub to_end {
sub jump {
sub toggle_unit {
sub extract_effects_data {
sub sort_ladspa_effects {
sub read_in_effects_data {
sub read_in_tkeca_effects_data {
sub get_ladspa_hints{
sub range {
sub integrate_ladspa_hints {
sub d2 {
sub dn {
sub round {
sub mono_to_stereo { " -erc:1,2 " }
sub initialize_oids {
sub convert_to_jack {
sub convert_to_alsa { &initialize_oids }

```